

■ Stuck? Need a hand? Well, this handy guide is packed with tips, cheats, level codes, pokes and solutions! There's all the help you need to become a champion gamer overnight. Amaze your friends with your skill!

■ 'My friends used to laugh at me every time I picked up a joystick. I was hopeless... until I read this tips book. Now I'm the most popular guy in school, and I go out with the best-looking girl in my class.' — John Merrick, London.

■ 'It's the best thing I've ever read. The composition and characterisation is akin to the finest Shakespeare. I also got a top score on *The Chaos Engine*.' — Ron Waugh, Literary Force.

■ 'This book is so full of passion and romance, my hands were trembling from start to finish.' — Barbara Carthorse, Novelist.

■ 'Just one application every night and it cured my haemorrhoids in less than a month.' — Eddie Honda, Sumo Wrestler.

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FROM THE MAKERS OF

amiga
FORCE

AMIGA FORCE

PLAYING TIPS BOOK ■ VOLUME ONE ■

amiga **FORCE** Playing Tips!



amiga

FORCE

Playing Tips!



This book is dedicated to Jackie for cheering us up when times were bad.

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Playing Tips!

Here's

a tip:

Peewit

Ill in the 4-30 at

Kempton! Thanks

to Joey for that one. But

if it's game tips you're after,

you'll have to give that poor

bleedin' bird a rest. Instead, tweet

yourself to the tips, cheats, level

codes, pokes and solutions in this

gargantuan guide to games from *The*

Addams Family to *Full Contact*. Cor

blimey, talk about a nonstop

performance!

And never fear, fans of *Goblins 2* or

Zool — they'll be tipped along with

hundreds of others in the *Playing Tips*

second volume, covermounted with

AMIGA FORCE issue 12. Ta daddy! Ta

daddy! TA DADDY!!!

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Playing Tips!

3D POOL

(Kick)

Here's a few settings for the trickshots:

- 11 — 0751 100 18 20
- 12 — 0916 025 56 10
- 13 — 0004 054 58 20
- 14 — 0064 100 63 10
- 15 — 0084 076 12 00
- 16 — 0080 048 39 20
- 17 — 0372 100 63 08
- 18 — 0512 100 63 10
- 19 — 0601 024 63 20

4D SPORTS BOXING

(Mindscope)

When in training, put the emphasis on strength. When fighting, hold down 'fire' and walk towards your opponent for a guaranteed KO.



ACTION FIGHTER

(Kick)

Type in ZBACKDOOR on the high-score table to get infinite lives and energy.

Action Fighter

(Kick)

Action Replay Poker

M 193DC

Lives

THE ADDAMS FAMILY

(Ocean)

These codes allow you to start in various places:

81Y1M — three hearts (after big tree), 7191D — hearts (after fridge in kitchen), B918R — five hearts (after conservatory), V1614 — Pugsley (games room), V919B — Fester

amiga
POWER

Playing Tips!

(picture gallery), B99KA — Wednesday (crypt), BLSK# — Granny (kitchen)

AFTER THE WAR

(Dinamic)

During the first stage press Alt, B and 1 simultaneously for infy energy and Alt, M and 1 to jump to the second stage.

AFTERBURNER (American)

(Activision)

During play, type TOGETHER IN ELECTRIC DREAMS. You hear a sampled 'wow' You can then use the following:

- G — Extra Missiles
- T — Reduce Missiles
- < — Advance A Stage
- > — Back A Stage
- S or I — Play A Sampled Sound
- N — Extra Lives

AFTERBURNER (European)

(Activision)

Pause the game and type THUNDERBURNER to activate the cheat mode. Then you can type:

- G — Extra Missiles
- T — Reduce Missiles
- < — Advance A Stage
- > — Back A Stage
- S or I — Play A Sampled Sound
- N — Extra Lives

AGONY

(Psychosis)

Type FANTASY and you can now skip levels by pressing Return. Pressing F1-F5 gives you the various add-on weapons.

Action Replay Poker

M 589EB

More time for extra weapons

amiga
POWER

Playing Tips!

ALIEN BREED

(Team 17)

Action Replay Pokes:

M C05A4F	Time
M C05A5B	Keys
M C05A53	Ammo

ALIEN BREED

SPECIAL EDITION '92

(Team 17)

Level Codes (enter by logging onto a computer):

XXDFA
RTHAA
LAEEA
UYTTA
PPBAB

On the INTEX screen, type the following for some interesting effects (the words don't appear as you type them, note):

AHH BUT WILL SHE SWALLOW IT
ALIENS ARE BENDERS
ALIENS LIKE MICHAEL BOLTON
AMIGA FORCE
BANK RAID
ELVIS MODE
F*** OFF
HARD BASTARDS
I JUST LOVE TEAM 17 SOFTWARE
JANUARY SALE ON NOW
JESUS THIS JIM BEAM IS GOOD STUFF
JUST CALL ME MOGGY
KATRINA HAS FARTED AND ITS A BEAUTY
KEY TO THE CITY
KNACKERED JOYSTICK
MR YALE OR WHAT
PC EMULATOR
SALMAN RUSHDIE PLAYS ALIEN BREED
ST EMULATOR
ST USERS

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FORCE

Playing Tips!

STEVIE WONDER

THE IRAQUIS MADE THE WEAPONS
WHY NOT CALL ME MOGGY AS WELL
WON THE POOLS

ALIEN STORM

(US Gold)

To skip levels, press the T* key.

THE AMAZING SPIDERMAN

(Empire)

Press T* when you load the game, as soon as the title screen appears. Choose your language, and hit return when asked the copy-protection questions. You should now be on the menu screen.

Select Number 2 with the joystick, hit fire and the number 2 on the keyboard. You're now in the game, and pressing Help restores your energy.

Alternatives — Type SPIDEY'S GONNA CHEAT (including spaces and apostrophe) OR type GENERIC on the high-score table to activate the same cheat.

ANOTHER WORLD

(US Gold)

Level Codes:

- 1 — EDDJ
- 2 — HICI
- 3 — FLID
- 4 — UBC
- 5 — CCAL
- 6 — EDIL
- 7 — FADK
- 8 — KCUJ
- 9 — ICAH
- 10 — FIEI
- 11 — LALD
- 12 — LFEK

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Playing Tips!

APB

(Respray)

Simply press fire and push the joystick up while the music's playing — you'll be able to start on any level.

Action Replay Pokes:

M 32167 Demerits

M 34413 Date

APIDYA

(Playbyte)

For infinite lives, type in SHOWCREDITS, MISSHONEYBEE, HASTALAVISTA, DEPUTYOFOVE, and SNEAKPREVIEW. Hit the Return key after each entry.

Action Replay Pokes:

M 7C55 Lives (player 1)

M 7C57 Lives (player 2)

ARCHER MACLEAN'S POOL

(Virgin)

To suss out the player's abilities, go into trick-shot mode and enter the code "V12F". You get a double click. Go into the demo menu — select the players for demonstration mode and make the computer play itself.

Also, if you're about to lose a game of 9-Ball against the computer, hit Esc as it's lining up for its last shot. This makes the cue ball follow through into the pocket.

ARCHIPELAGOS

(Logotron)

When choosing the starting level, enter 8421 and press Return twice. You can now choose any level from 1 to 9999.

ARKANOID

(The Hit Squad)

As *breakout* games go, this one's pretty playable. Not one to impress your friends with, though. For an extra 33 levels, press F3 for a one-player game, or F4 for two players (instead of F1 and F2).

Playing Tips!

ARKANOID II — REVENGE OF DOH

(The Hit Squad)

Insert the disk and keep the left mouse button pressed while it loads. You'll now see the title screen for *RoboCop*. On the high-score table, type DEBBIE S for infy lives (note — this doesn't work on every version of the game), hold down the function keys for a hidden message, and to use the continue mode type ROBOCOPETER on the title screen. Alternatively type MAGENTA on the title screen with the Cape Lock on. You can then use the S key to open the gates to the next level. Try typing DALEY instead of magenta too.

Action Replay Pokes:

M D61E39 Lives

ARMALYTE

(Thalamus)

Pause the game and type DELTA 3 for infinite lives.

Action Replay Pokes:

M 4455 Lives

ARMY MOVES

(Dynamic)

In Part One hold Alt, D and 1 for immunity. The code for the second part of the game is 101069. Press Alt, J and 1 for immunity in the second stage.

ASSASSIN

(Team 17)

On the first mission, climb the first tree (left-hand side), until you can go no higher. Then type NICEVIEWFROMUPHERE-MATE. The border flashes, and because you hit the "P" key the game is paused. You now have infy energy. Hit the following keys for the stated FX...

1-6 — Select that mission

E — Go to end-of-level badge

W — Extra weapons

Type your name into the high-score table as MIDAN. When

Playing Tips!

you die, you'll restart on the last level reached instead of going back to the start.

Try typing these names into the high-score table for some interesting effects: ASSASSIN, ALIEN BREED, PROJECT X, PSIONIC SYSTEMS, SUPERFROG, THE ONE AND ONLY

Action Replay Pokes:

TFD C05BDE	Lives
TFD C05ED9	Time

ATOMIC ROBOKID

(Activision)

To gain invincibility, type TUESDAY 14TH on the title screen.

Action Replay Pokes:

TFD 276C	Lives
----------	-------

ATOMINO

(Pygnosis)

Level Codes:

- 10 — IDYLL
- 20 — TAURUS
- 30 — NEPTUNE
- 40 — PHOTON
- 50 — PLANKTON
- 60 — INFERNAL
- 70 — FOSSIL
- 80 — POISON
- 90 — SOUP
- 100 — SULPHATE

AWESOME

(Pygnosis)

On the cargo/energy display, move the cursor to the top left of the screen and press + on the keypad. The screen flashes to indicate infinite lives and shields.

Playing Tips!

B

BACK TO THE FUTURE II

(Imageworks)

Pause the game and type THE ONLY NEAT THING TO DO for infy lives. Pressing Shift and Z allows you to skip levels.

Action Replay Pokes:

TFD 18EFC	Lives
-----------	-------

BACK TO THE FUTURE III

(Imageworks)

To beat each section, type in the following codes while the storyboard is on:

- Level 1 — ROTTEN CHEAT
- Level 2 — LOUSY CHEAT
- Level 3 — LOW DOWN CHEAT

BARBARIAN

(Kixx)

For infinite lives, type 04 08 59 on the title screen.

BARBARIAN 2

(Pygnosis)

To replenish lost energy, hold down Help, M and E together.

BART SIMPSON AND THE SPACE MUTANTS

(Ocean)

Type GOWABUNGA for infinite lives, and EAT MY SHORTS to skip levels.

Playing Tips!

BATMAN: THE MOVIE

(The Hit Squad)

On the title screen, type JAM, then keep pressing M until the screen flips. You now have infinite lives, and F10 advances a level.

Action Replay Pokes:

TFD 7C878 Lives

BATTLE SQUADRON

(Innerprise/Global)

To activate the cheat mode, type CASTOR at any time during the game.

Type ELECTRONIC to enable you to customise your ship using the function keys.

Action Replay Pokes:

M 4DDA Lives (p1)

M 4EE4 Lives (p2)

M 4ED5 Nova missiles (p1)

M 4EEF Nova missiles (p2)

BEAST BUSTERS

(Activision)

When you pause the game, you can still move your crosshairs and fire your gun. A bad programming error, but useful if you're in a fix.

BEAVERS

(Grandslam)

During the game, type BIGGIBIB. You can now press F2 to skip levels and Space to access any part of a level.

BEVERLY HILLS COP

(Tynesoft)

Type MELLIE on the difficulty menu to access all areas of the game.

BIG RUN

(Storm)

Pause the game and move the joystick Left, Right, Down, Up, Up, Left, Down, Right, centring it each time. The screen then flickers, and you've got into credits.

Playing Tips!

BILL'S TOMATO GAME

(Paygnosis)

No level codes here — there are several different sets, so there's no point printing only some. Instead, if you're desperately stuck press HELP to take you to the next level.

BIONIC COMMANDO

(US Gold)

Leave Level 1 with the timer showing '1' for nine lives and loads of points.

BLACK CRYPT

(Mirusoft)

Make several backup copies of the game. Get to a staircase (where the game loads) and drop all your items at the top.

Save the game. Reload with your other game disk, and drop all your items at the bottom of the stairs. Take out the disk, and put in the one with the goodies at the top — go up, pick up the junk, swap disks, go down and pick it up again!

BLOOD MONEY

(Sizzlers)

To cheat, simply pause the game and type HELP. Infinite lives are yours — for free!

BLUES BROTHERS

(Titus)

On the selection screen, type HOULQ, then press 1, 2, 3, 4, 5 or 6 for the level you want to play.

Action Replay Pokes

M 45FA9 Lives (FF) (B9)

M 45CAD Lives

BODY BLOWS

(Team 17)

If this stunning beat-'em-up is knocking you black and blue, fight back with our guide for all ten fighters — in the enhanced version of the game, you can play any of them.

DAN/NIK

Dan has learnt to control rage to produce bolts of pure

Playing Tips!

aggression.

Nik, being Dan's brother, has also spent years perfecting the use of inner energies.

SPECIAL MOVES

Super Roundhouse Kick: This kick has Dan/Nik coming at you foot first, with a bolt of energy for impact.

Deflector Bolt: Whilst jumping, a high-energy bolt surges from Dan/Nik, proving a potent attack.

Inner Energy Bolt: Powerful means of attack and impossible to defend against.

Power Punch: Effective move when the opposition is jumping at you.

DAN/NIK V YITU

Be alert, the computer will always do a special move, giving you no time to manoeuvre. Your only means is to block, then punch, and pack in loads of low kicks.

Recommended Special Moves: Deflector Bolt, Power Punch

DAN/NIK V NINJA

This Ninja's special move can be very painful if it catches you unawares. Use your block to minimise damage, then kick the wind out of him.

Recommended Special Move: Super Roundhouse Kick

DAN/NIK V MARIA

Maria is one hell of a woman: when she does her special move (Flamenco Fury), defend yourself. Hit her back with a body kick and inflict some damage with sliding low kicks.

Recommended Special Moves: Power Punch, Super Roundhouse Kick

DAN/NIK V DUG

Due to his substantial weight, Dug suffers a manoeuvrability problem and a lack of speed. Just repeatedly fling flying kicks at his head. Give him a taste of your Power Punches as well. When he does fling his weight around, just jump and avoid.

Recommended Special Moves: Power Punch, Super Roundhouse Kick

DAN/NIK V MIKE

You need to do a lot of blocking in this fight. Try to cram in loads of Low Kicks, ducking any Whirlwind Kicks. Deflector Bolts are extremely useful. Watch out for Mike's Whirlwind

Playing Tips!

Punch — block it if necessary, then give him loads of body punches.

Recommended Special Move: Deflector Bolt

DAN/NIK V KOSSAK

This dude is hard: his speed may be slow but watch out for his Driller Killer, which can be very dangerous.

Roundhouse Kicks are very useful. When Kossak starts to drill him self into the ground, build up for an Inner Energy Bolt: when he comes back up you'll fire one straight at him. Jump around a lot to confuse him, then hit him with a normal body punch.

Recommended Special Moves: Super Roundhouse Kick, Inner Energy Kick

DAN/NIK V MAX

Beware of this guy, he fires everything at you. It's best to do a lot of blocking, and then use lots of body kicks and low kicks. Punches are pretty ineffective on him. Roundhouse kicks are very useful, but can leave you vulnerable. The Deflector Bolt is an easy way of draining his energy, but Max can catch you when you land.

Recommended Special Moves: Deflector Bolt, Super Roundhouse Kick

DUG

Dug's huge size enables him to do some very powerful moves, but the downside is a lack of manoeuvrability.

SPECIAL MOVES:

Earth Tremor: Thump Thump Ug, here comes Dug. What a move, it makes you groove, and then down with a thud. **Battering Ram:** Ohhhhh! it's large, it's Dug's shoulder charge.

Body Slam, Super Body Slam: What goes up, must come down, with one hell of a thwomp!

Hammer Hook: Watch out for this, give 'em a miss, two hands like a hammer, they will ruin your stamina.

DUG V MARIA

Always keep on the attack. Maria will try lots of aerial moves, all you have to do is block any kicks and attack with Body Slams. Earth Tremors are an effective way of knocking her down, especially if she's attacking with a Flamenco Fury.

Recommended Special Move: Earth Tremor

Playing Tips!

DUG V NINJA

Attack this Ninja with your timed flying kicks. If he starts to attack with Ninja Death Rolls just jump up and execute a Body Slam. Hopefully this should prevent you from getting any damage done to your body. If you want to finish him off and be sure of it, attack with a Battering Ram.

Recommended Special Move: Battering Ram

DUG V YITU

Constantly keep leaping from side to side, bombarding him with flying kicks. Body Slam will stop him from coming at you at the Speed Of Light. If, however, Yitu manages to trap you in a corner, use your Hammer Hook to extinguish his attack. Continually hit him with your Battering Ram, which gives you a few seconds to execute an Earth Tremor.

Recommended Special Moves: Battering Ram, Earth Tremor

DUG V MARIA

During this fight, don't try to exchange punches. Maria can pack some powerful punches into you, which is why it's best to attack in the air, combining Hammer Hooks with Battering Rams to knock Maria off her feet. If she executes a Flamenco Fury, jump up and Body Slam: this knocks her down for a few seconds, giving you seconds to do an Earth Tremor.

Recommended Special Moves: Battering Ram, Earth Tremor

DUG V NINJA

Be alert at all times, this Ninja will do anything to stop on your conquest. He mainly attacks with Ninja Death Rolls: Body Slam him while he's doing this to prevent any damage on you. A few flying kicks are a useful element to give you the advantage — what goes up must come down with a thud!

Thanks to Chris for this tip: stay in any corner and repeat Earth Tremors; the enemy will not attack you.

Recommended Special Moves: Super Slam, Earth Tremor

DUG V KOSSAK

Hit him with a flying kick straight away. But how the hell do you fight someone who's never there? Always attack with low punches, and (as with Ninja) stay in one corner and keep repeating Earth Tremors. If he drills into the ground be prepared for him to come up next to you, then punch him.

Recommended Special Move: Earth Tremor

Playing Tips!

DUG V DAN/NIK

These men are pure wimps, staying back to fire Energy Bolts at you. Use lots of flying kicks to avoid, but never get too far away with these two. Stay close at all times, then you can stop any Energy Bolts, and hit them with loads of body punches.

Recommended Special Move: Battering Ram

DUG V LORAY

Don't even bother trying aerial attacks, just trundle to the far corner of the screen and keep your button pressed down and watch him fail. You could even rest something on it, and then go and play on a trusty Atari ST (a joke's a joke, Milo! — Ed).

Recommended Special Move: Earth Tremor

DUG V JUNIOR

Again don't bother attacking, just repeat this excellent tactic: execute tons and tons of Earth Tremors.

Recommended Special Move: Earth Tremor

DUG V MIKE

The special Earth Tremor tactic doesn't always work, so fly at him with your trusty foot and pack in those Body Slams. Battering Rams are yet again a most excellent way of defeating Mike, but the Earth Tremors are still the best tactic. Just mix it up a bit.

Recommended Special Moves: Earth Tremor, Battering Rams

DUG V MAX

This might sound silly but try retreating to a corner, and then when he gets closer keep jumping and hitting him with Body Slams. Keep doing this until you wipe him off the face of this Earth. (I think).

Recommended Special Move: Body Slam

JUNIOR

Junior might have been banned from legal boxing, but he intends to show the rest of the world just who is the champion.

SPECIAL MOVES

Iron Uppercut: This allows Junior to get out of a corner if he ever gets stuck in one. Also helpful for finishing off opponents.

The Blitz: I adore this move, you get a full-face view of a hand punching faster than a speeding bullet.

Playing Tips!

Fist Of Fury: This special move isn't much cop, it's just another glove coming at you at about four million miles an hour! Get ready to duck.

JUNIOR V MARIA

Junior's most effective move is just a normal punch, sometimes followed by an Iron Uppercut. Flying kicks come in useful, especially when Maria's doing the Flammenos Fury, as she has no defence once she starts her special move.

Recommended Special Move: Iron Uppercut

JUNIOR V DUG

Tempt Dug into doing an Earth Tremor, then give him a few flying kicks to his head, knock his senses from here to kingdom come, and voila, this bloke is history! Iron Uppercuts come in handy, especially when he's about to Body Slam you.

Recommended Special Move: Iron Uppercut

JUNIOR V YITU

When Yitu does his special move (Speed Of Light) just defend it with a low block, then punch continuously. Put a few sliding kicks in as well. Combine these techniques and you'll beat this guy. The Blitz is a very handy move, especially if he's cornered.

Recommended Special Move: The Blitz

JUNIOR V NINJA

Keep repeating flying kicks, block his special moves, then give him a taste of your low kicks. Throw in a few body kicks too. The Blitz knocks him down for a few seconds, just enough time for you to do a Fist Of Fury.

Recommended Special Move: The Blitz

JUNIOR V MIKE

Try and stop Mike from getting to close to you by using a Spinning Super Kick. However, if he starts to do his special move (Tornado), block it then do a low kick followed by a Roundhouse Kick.

Recommended Special Move: The Blitz

JUNIOR V KOSSAK

Instantly do a flying kick which will knock Kossak off his feet. If he starts doing Earthcharges, jump in time to avoid being knocked down. Stand clear if he drills into the ground, and when he comes back up punch him straight away. Flying jabs are also a good way of attacking. When Kossak jumps

Playing Tips!

at you, duck then kick him when he lands.

Recommended Special Moves: Iron Uppercut, The Blitz

JUNIOR V MAX

Fighting this near-invincible guy, you have to be aware at all times. Avoid his Energy Bolts at all costs, and jump him when he flies at you on the ground. The Blitz is a very handy tactic if he gets you cornered. Normal punches are not very effective, but can also help you defeat him.

Recommended Special Move: The Blitz

KOSSAK

This electric Russian wouldn't win any sprint races, but with his strength who cares?

SPECIAL MOVES

Sledgehammer: Kossak's elbow comes at you like a mad sledgehammer, as if Kossak himself wasn't in control of it. **Earthcharge:** Have you ever accidentally touched an electric fence? Well that's what Kossak's special move feels like (but much worse).

Driller Killer: Kossak drills himself into the ground, then reappears at the most dangerous place possible: right next to you.

KOSSAK V NINJA

Attempt to corner the Ninja, then continually use high kicks and low sliding ones. Now hit him with your Sledgehammer move to really knock him for six. Drilling into the ground also confuses the Ninja, but it could leave you vulnerable to any attack.

Recommended Special Moves: Sledgehammer, Driller Killer

KOSSAK V DUG

Aerial attacks are the best way of defeating Dug. This then stops him from taking any energy from you as he normally relies on ground attacks, which he can put his weight behind. Pound him with high and low body kicks, and also give him a taste of your Sledgehammer.

Recommended Special Move: Sledgehammer

KOSSAK V MARIA

Combine every single move that you have, from a low elbow attack to a flying kick. The best and easiest way to defeat her is to trap her in a corner and just keep hitting her. Attack with Earthcharges: these are an extremely good way of demolish-

Playing Tips!

ing her energy bar, and a good way of finishing her off.

Recommended Special Moves: Sledgehammer, Earthcharge
KOSSAK V YITU

Yitu is actually a very powerful fighter. If his Speed Of Light move runs into you, you're history. Always attack through the air, making the best of flying kicks. Earthcharges stop Yitu from getting too close to you. Jump and avoid any threatening moves he attempts.

Recommended Special Moves: Sledgehammer, Earthcharge
KOSSAK V DANNIK

At all times try and stay close to your opponent. Keep him occupied with low kicks, especially as he'll try and fire as many Inner Energy Blasts at you as possible. Earthcharges will prevent any real attack.

Recommended Special Move: Earthcharge

KOSSAK V LORAY

As soon as the fight starts, attack with a flying kick. Loray will always try to defeat you with Flames Of Buddha. Block his Spinning Super Kick, and attack with a Flying Elbow.

Earthcharges are yet again a very useful attack, and also a good means of defence.

Recommended Special Move: Earthcharge

KOSSAK V JUNIOR

This bloke is a wimp: do a combination of high and low kicks and watch him fall. There's only one threatening move to watch out for and that's The Blitz, but you can easily block it. Earthcharges are a very effective way of attacking Junior: they'll put him on his back in seconds.

Recommended Special Moves: Earthcharge, Sledgehammer

KOSSAK V MIKE

These two men are evenly matched, but you have one advantage: you're heavier. Defend any moves like the Torpedo with a high block to minimise damage, then produce an Earthcharge followed by a Sledgehammer. Keep repeating these moves to defeat this old dude.

Recommended Special Moves: Earthcharge, Sledgehammer

KOSSAK V MAX

Keep on the move at all times: don't give Max a chance to get a shot at you. When he does attack, wallop him with your elbow. Flying kicks are an extremely good way of getting to Max, especially if you've already lowered his energy.

Playing Tips!

Sledgehammers are about the best way of getting out of a tight situation.

Recommended Special Move: Sledgehammer

LORAY

He shows the way through Buddhism, with his fighting techniques learnt from an ancient Shaolin Monk.

SPECIAL MOVES

Arrow Hand: Turns his hand into an arrow — dodge it like a bullet.

Spinning Super Kick: Turns Loray into a spinning deathtrap.

Flame Of Buddha: Converts all his body energy into a flame — easy to dodge, very harmful if hit.

LORAY V DUG

Use lots of Spinning Super Kicks, don't give him a chance to even fight back. Flying kicks come in useful, especially when he's about to fling himself at you.

Recommended Special Move: Spinning Super Kick

LORAY V NINJA

Lure him to do a Ninja Death Roll, block this, then do a Low Roundhouse Kick. If you have time, give him a Spinning Super Kick. Another good technique is to plaster loads of high kicks at him. But the most effective way to defeat him is to do lots of high kicks.

Recommended Special Move: Spinning Super Kick

LORAY V MARIA

Maria might look mighty, but can be defeated easily. Try and lure her into a Flamenco Fury (special move) then hit her with a Low Kick — this should knock her down. Follow this with a Spinning Super Kick. Flying kicks can be effective if she's just recovering from one of Spinning Super Kicks.

Recommended Special Move: Spinning Super Kick

LORAY V YITU

This guy can be really tough. Keep an eye out for his sliding kicks. The best way to defeat him is to force him down with lots of Arrow Hands. Flying Kicks are also useful, especially if he's about to do a Super Leap, and Low Kicks can stop him from defeating you.

Recommended Special Move: Arrow Hand

LORAY V MIKE

Try and avoid getting caught up in his Torpedo. Pack in lots of your special moves (Arrow Hand). Block his special move,

Playing Tips!

then do your Spinning Super Kick. Low Kicks and lots of Low Roundhouse Kicks can start to demolish his power bar. Also, high kicks come in handy if you're in a bit of muddle.

Recommended Special Moves: Arrow Hand, Spinning Super Kick

LORAY V KOSSAK

Comparing these two fighters' abilities: there's a bit of a difference. Kossak is big and slow, whereas Loray is small and fast. Kossak will attack you straight away, so block any sudden moves he makes on you and hit back with lots of Spinning Super Kicks. Dodge any elbows coming your way, and plaster him with plenty of high kicks.

Recommended Special Move: Spinning Super Kick

LORAY V MAX

Don't attempt any close moves against Max, or you'll pay the price. Always jump around try to confuse him, then apply huge amounts of flying kicks, and flying punches. Any ground attack should be attempted with your arrow hand.

Recommended Special Move: Arrow Hand

MARIA

Don't be swayed by her fragile appearance, this Madonna packs a real mean punch.

SPECIAL MOVES

High Splits Kick: Maria flies up into the air like a missile, and comes back down like one.

Low Splits Kick: Just the same as the High Splits Kick except it comes at you lower.

Jaw Breaker: This is a nifty move. All of Maria's body weight gets forced into her foot, which makes its way towards your face.

Flying Splits Kick: The same as High Splits Kick, but Maria flies through the air so gracefully.

Flamenco Fury: What a move! Maria twists and twists like a spinning top, straight at you.

MARIA V YITU

This coward just keeps trying to plant flying kicks into you: duck or avoid any, then hit him with a Jaw Breaker. Throw in a mixture of sliding kicks — the fool will just keep launching himself straight at you.

Recommended Special Moves: Jaw Breaker, Low Splits Kick, High Splits Kick

Playing Tips!

MARIA V DUG

Use your excellent abilities to walk all over Dug. Combine flying kicks with Low Splits Kicks, plus Jaw Breakers to knock this weed off his feet. If, however, he attempts to hit you with a Battering Ram, just defend with a Low Sliding Kick. High Splits Kicks are useful, especially if you're cornered.

Recommended Special Moves: Jaw Breaker, Low Splits Kick, High Splits Kick

MARIA V NINJA

High flying kicks are a very powerful way of punishing this fighter to his knees. Low Splits Kicks combined with Jaw Breakers are an extremely good method of defeating him. Use forearm slashes: these are one hell of an attack, and also a good way of defending yourself, especially if he's performing a Ninja Death Roll.

Recommended Special Moves: Jaw Breaker, Low Splits Kick, High Splits Kick

MARIA V KOSSAK

Don't even dare to exchange punches; Kossak is mean. If he starts to drill into the ground, be prepared for him to come up right next to you. When he does, hit him with a Low Splits Kick followed by a Jaw Breaker. Flying kicks are a secure way to win.

Recommended Special Moves: Jaw Breaker, Low Splits Kick

MARIA V DANNIK

Block any threatening moves. Hit him with flying kicks, Low Splits Kicks, and after you've knocked him down give him the taste of your Flamenco Fury. Pack in lots of Jaw Breakers, and defend yourself against any aerial attacks.

Recommended Special Moves: Low Splits Kick, Flying Splits Kick

MARIA V LORAY

This bloke's a cinch. Start with sliding kicks. If he tries a Spinning Super Kick just defend with a High Splits Kick. Then try and pack as many body kicks in as possible. Duck or jump any Flames of Buddha, and never stay in one place for too long.

Recommended Special Moves: High Splits Kick

MARIA V JUNIOR

Use High Splits Kicks right next to him: this hits him twice. When you come back down do a low sliding kick. Flying

Playing Tips!

Kicks are a very important tactic in this fight, especially as Junior can fire his gloves at you. Avoid any roundhouse kicks by just putting up a normal block.

Recommended Special Move: High Splits Kick

MARIA V MIKE

Wait for Mike to approach; once he does, hit him with a Low Splits Kick. If he should try hitting back with a Tornado, just jump or avoid it. Also, a Low Splits Kick should knock him out of the Tornado. Jaw Breakers are an excellent way of defeating Mike. If you do at some point get caught in a corner, jump while splitting your legs. Be aware at all times for roundhouse kicks and Whirlwind Punches.

Recommended Special Moves: High Splits Kick, Low Splits Kick, Jaw Breaker

MARIA V MAX

Always be alert, keep leaping from side to side performing flying kicks. Jaw Breakers are essential as they give you that vital time to attack in midair. Make the best of every available move.

Recommended Special Moves: High Splits Kick, Low Splits Kick, Jaw Breaker

MIKE

Far from being just full of wind, this executive really means business.

SPECIAL MOVES

Whirlwind Punch: This is a punch that hit you like a whirlwind hitting a town. Impact!

Whirlwind Kick: The title explains itself, a kick that's as fast as a whirlwind and as strong as a tornado.

Tornado: It's enough to make you dizzy, as Mike spins faster than a Catherine Wheel.

MIKE V YITU

Keep on the attack with body kicks and Whirlwind Kicks. Whirlwind Punches can be very effective if you happen to have Yitu cornered. But beware: if he's trapped for too long he'll use his Speed Of Light to bash his way out. Flying kicks are a very good way of attacking as Yitu mostly attacks on the ground.

Recommended Special Moves: Whirlwind Kick, Tornado

MIKE V MARIA

Always be on the alert: Maria can pack a punch like Lannox

Playing Tips!

Lewis. Attack her with flying kicks and pack in loads of Whirlwind Kicks. Always be ready to avoid Flamenco Furies by jumping and coming back down with a flying kick.

Recommended Special Move: Whirlwind Punch

MIKE V DUG

This bloke's a cinch. Attack with Whirlwind Kicks plus flying kicks. Follow up with low punches and try to corner Dug and hit him with a Tornado. It's best to follow this up with Whirlwind Punches.

Recommended Special Moves: Whirlwind Kick, Tornado, Whirlwind Punch

MIKE V NINJA

Keep attacking in the air, but beware as this Ninja might just start a Ninja Death Roll. So it's best to hit him with flying kicks just after you've knocked him down. Tornadoes are a very effective way of defeating this dude, but it might just leave you exposed for a few seconds.

Recommended Special Moves: Tornado, Whirlwind Kick

MIKE V KOSSAK

These two fighters are an equal match. Always attack through the air. Combine lots of flying kicks with Whirlwind Kicks. If he starts to drill into the ground, build up for a Tornado: when he comes back up, you'll wallop him.

Recommended Special Moves: Tornado, Whirlwind Kick

MIKE V DANNIK

These two brothers are a cinch. Stay close to your opponent, then once you've cornered him, throw in as many Whirlwind Kicks as possible. Block any roundhouse kicks thrown at you, and hit back with Tornadoes.

Recommended Special Moves: Tornado, Whirlwind Kick

MIKE V JUNIOR

Once in the ring, you can defeat this bloke easily. Stay in one corner and wait for him to make his way towards you, then repeat lots of Whirlwind Kicks and low kicks. Follow these up with a Tornado.

Recommended Special Moves: Tornado, Whirlwind Kick

MIKE V LORAY

This bloke is easy peasy. Start straight away with a flying kick. Force him to the far side of the play area, then repeat absolutely loads of Whirlwind Kicks and body punches. If he's knocked down, follow your kicks up with a Tornado.

Playing Tips!

Recommended Special Moves: Tornado, Whirlwind Kick

MIKE V MAX

Keep jumping from side to side with flying kicks — you have no time to do anything else. Try to get him into one corner then just repeat loads and loads of body and low kicks. Finish him off with a spectacular Whirlwind Punch and Whirlwind Kick.

Recommended Special Moves: Whirlwind Kick, Whirlwind Punch

NINJA

Ninja has mastered the powers of Ninjutsu.

SPECIAL MOVES

Shadow: This special move speaks for itself — Ninja will actually disappear.

Ninja Death Roll: He rolls up into a ball, holds his sword out and flies at you like there's no tomorrow.

Ninja Sword Spin: Same as above except he jumps straight up and straight back down.

Super Shadow: This move is the same as the normal Shadow, but you can stay out of sight longer.

NINJA V YITU

Beware of Yitu: If he travels at the Speed Of Light at you, jump and avoid or pay the price. Attack with plenty of flying swords. Use your Shadow move sparingly to confuse him. Combinations of high and low kicks will drain his energy. Your Ninja Death Roll is a very efficient way of attacking, but it can leave you very vulnerable.

Recommended Special Moves: Ninja Death Roll, Shadow

NINJA V DUG

Aerial attacks are about the best way to attack Dug, so use plenty of flying swords. Flying kicks and, Ninja Death Rolls are also effective, but Dug can defend with Earth Tremors. Flying punches also help defeat the big guy.

Recommended Special Moves: Ninja Death Roll, Ninja Sword Spin

NINJA V MARIA

Begin your fight with a flying sword attack: this will knock Maria off her feet. Force Maria to one of the corners and combine low and high body kicks, finished off with a Ninja Sword Spin. Block any Flamenco Furies by hitting her with a low kick or a sliding jab.

Playing Tips!

Recommended Special Move: Ninja Sword Spin

NINJA V KOSSAK

Don't give Kossak a chance to attack you — hit him with Ninja Sword Spins, Flying Kicks, and cram in as many flying sword attacks as possible. At some time in the fight, Kossak will drill into the ground and pop up right next to you: once he does, jump up and spin that sword. Watch him fall.

Recommended Special Move: Ninja Sword Spin

NINJA V DAN/NIK

Don't let Dan/Nik out of grasp, always stay close. Attack with Ninja Sword Spins, and attempt to corner him and then keep hitting him with body punches and kicks. Flying sword attacks are the most effective way of depleting his energy bar.

Recommended Special Move: Ninja Sword Spin

NINJA V LORAY

What a weed, Loray just fires and fires Flames of Buddha. Duck these and react with Ninja Death Rolls. Attack through the air, stabbing him with your sword. Stay close to prevent him from firing more Flames of Buddha.

Recommended Special Move: Ninja Death Roll

NINJA V JUNIOR

Try and lure Junior into one of the corners, but also keep an eye out for his gloves coming your way. Once he's near, Shadow yourself and throw in a combination of high and low body kicks. Ninja Sword Spins are an adequate move followed by a body punch, but beware — if you get too close that speeding hand of his might just get you.

Recommended Special Move: Ninja Death Roll

NINJA V MIKE

Always keep your distance with Mike. If he comes at you in the shape of a Tornado, use your Shadow to reappear the other side of him. Aerial attacks are a good method of attacking, especially if he's just recovering from a Ninja Death Roll.

Recommended Special Move: Ninja Death Roll

NINJA V MAX

Keep jumping around to confuse Max. Attack with flying swords and try to lure him into one corner. Once you've got this far, keep repeating Ninja Sword Spins to defeat him.

Recommended Special Moves: Ninja Death Roll, Ninja Sword Spin

Playing Tips!

YITU

Training gave him discipline, the gods gave him speed.

SPECIAL MOVES

Super Leap: A leap that's so fast, he disappears for a few seconds and reappears some distance away.

Speed Of Light: This move enables him to come at you like a speeding train.

YITU V NINJA

Make the most of Super Leaps to confuse this Ninja like a dizzy spider. After this, hit him with flying kicks. Low sliding kicks are also very effective. A combination of speed punches should drain his energy like a defenceless ladybird (er, yes — Ed).

Recommended Special Move: Super Leap

YITU V MARIA

Combine a lot of low and high kicks to wear her. If Maria responds with a Flamenco Fury, just defend it, then attack with sliding kicks. Flying kicks are another vital weapon.

Recommended Special Move: Super Leap

YITU V DUG

Be ready for Dug to do a Earth Tremor, then fly at him with your feet first. Your special move, the Speed Of Light, is very effective on Dug. Try to corner him then keep repeating flying kicks. Sliding kicks are very helpful if you get stuck in a corner.

Recommended Special Moves: Super Leap, Speed Of Light

YITU V KOSSAK

Kossak is about the third hardest guy. Watch out when he drills into the ground; when he comes back up, hit him with a body kick — this should catch him unawares. Combine lots of low and high kicks, and make full use of Super Leaps to avoid any attacks.

Recommended Special Move: Super Leap

YITU V DAN/MIK

I can guarantee you that when you start, Dan/MIK will fire an energy bolt straight at you: when he does, Super Leap it and then hit him from behind. Duck or slide any Super Roundhouse Kicks.

Recommended Special Move: Super Leap

YITU V LORAY

Beware of Loray, he'll fly at you like there's no tomorrow. He

Playing Tips!

loves to throw Flames at you: when he does, Super Leap them. Put in a combination of flying kicks and speed punches. If he tries any Spinning Super Kicks, avoid with a low sliding kick.

Recommended Special Moves: Super Leap, Speed Of Light

YITU V JUNIOR

Yitu's speed beats Junior's abilities. The boxer will attempt to throw everything at you: jump and avoid any gloves coming your way. Low sliding kicks are an effective way of demolishing his energy bar. Also give him low punches below the belt.

Recommended Special Move: Super Leap

YITU V MIKE

Avoid at all costs Mike's Tornado and Whirlwind Punches — they're really painful. Use your speed to knock him down. High punches and low ones can round off his ugly face. Be careful using your Speed Of Light; it can leave you very vulnerable.

Recommended Special Moves: Super Leap, Speed Of Light

YITU V MAX

Try and stay in the air as long as possible — this most excellent dude is well 'ard. Your best means of attack are flying kicks. If you have time, hit him with low kicks. Super Leaps are a good way of confusing Max, giving you time to attack him back.

Recommended Special Move: Super Leap

T17, NIGHTMARE MACHINE!

Once you've battled your way through all these fighters you have the task of fighting and beating T17: one hell of a robotic fighting machine. The best tactic is to get in close with lots of punches — get too far away and he fires missiles at you!

THE CHEAT

Version 1

On the main menu of the original *Body Blows*, hold Joystick 1 (player 1's) to the left and Joystick 2 to the right for a few seconds. A cheat menu appears, allowing you to fight as Max, and have infinite credits and energy.

Version 2

The enhanced version of *Body Blows* has a slightly different method for the same cheat. Hold Joystick 1 down and

Playing TipS!

Joystick 2 up for a few seconds to make the cheat menu appear.

BOMBUZAL

(Imageworks)

Level Codes:

- 0 — ROSS
- 16 — NOSE
- 18 — RACE
- 20 — TREE
- 28 — SINK
- 36 — BIKE
- 40 — IRON
- 44 — BIRD
- 48 — LEAD
- 52 — TAPE
- 64 — RING
- 68 — PILL
- 72 — GIRL
- 80 — GOLD
- 84 — PALM
- 92 — LOCK
- 108 — WORM
- 132 — HAIR
- 140 — SIGN
- 196 — SONG

Action Replay Pokes:

M 1C137 Lives

BRAT

(Imageworks)

Level Codes:

- 1 — BISHIMO
- 2 — MIHEMOTO
- 3 — SASUTOZO
- 4 — SUMATZEE
- 5 — NOKITAGO
- 6 — ITSANONO
- 7 — MOZIMATO
- 8 — HOZITOMO

Playing TipS!

- 9 — MOKITEMO
- 10 — ZUMOHATO
- 11 — CHANASTU
- 12 — NAGAITSU

BUBBLE BOBBLE

(The Hit Squad)

Plug joysticks into both ports. When you're about to die, pick up the second stick and press FIRE. Do this every time you're about to creak it — you'll get through a lot more screens for your credits.

Alternatively, simply press F1 to advance to the next screen; F2 to advance six screens; F3 to advance eleven screens.

BUBBLE DIZZY

(CodeMasters)

Action Replay Pokes:

TFD 21A Lives

BUNNY BRICKS

(Simarilla)

To skip levels hold Alt, Ctrl, Right Shift and N simultaneously.



CAPTAIN DYNAMO

(CodeMasters)

Type PURPLE RAIN on the high-score table for infinite lives. You can then use + and - to skip levels.

CAPTAIN PLANET

(Mindscape)

Action Replay Pokes:

M C05548 Lives (\$8)

CAR-VUP

(Core Design)

On the high-score table, enter: WHOOPSIE — Start on pre-

Playing Tips!

Historic level: PUSSYCAT — Get nine lives; BUMPER — Inty bumpers.

CARRIER COMMAND

(Klax)

Pause the game and type GROW OLD WITH ME to obtain invincibility. The chest can be toggled on/off with the + and - keys.

If this doesn't work, try this for size... Pause the game and type THE BEST IS YET TO BE. Pressing '+' on the keypad (sorry, A800 owners) will now make your craft invincible.

CASTLE MASTER

(The Hit Squad)

In the game press Shift, L, and hit the right mouse button 20 or so times. When you hear a funny noise, four boxes will appear in front of you — in them are Inty lives, all ten keys, rock travel and the end-game sequence.

CASTLES

(Interplay)

Action Replay Pokes:

M C11485	Food
M C088E9	Archers
M C088F3	Infantry
M C11464	30,000 gold pieces

THE CHAOS ENGINE

(Renegade)

Beat the Bitmaps' chaotic masterpiece in short order with these terrific tips...

CHARACTERS

BRIGAND

Cost: 2,750

Weapon: Rifle

Specials: Shot Burst, Molotov, Attract

MERCENARY

Cost: 2,750

Weapon: Gatling

Specials: Bomb, Mines, First Aid

Playing Tips!

GENTLEMAN

Cost: 2,500

Weapon: Flamer

Specials: Map, Attract, Repellent, Party Power

NAVYIE

Cost: 3,000

Weapon: Cannon

Specials: Dynamite, Shot Burst

THUG

Cost: 3,000

Weapon: Shotgun

Specials: Molotov, Air Burst

PREACHER

Cost: 2,500

Weapon: Lightning

Specials: First Aid, Map, Shield, Freeze

WEAPONS

Each character has a different weapon which changes in a different manner when it's powered up.

Note that Maximum Damage is the combined damage for the weapon. Thus, for example, the Lightning does all 27 damage with its one bullet whereas the Shotgun fires 7 bullets which do 7 damage each.

RIFLE

Used By: Brigand

Start Damage: 7

Max. Damage: 36

Max. No. Bullets: 4

Travel Through Monsters?: Depends on power-up level

GATLING

Used By: Mercenary

Start Damage: 6

Max. Damage: 36

Max. No. Bullets: 6

Travel Through Monsters?: Never

FLAMER

Used By: Gentleman

Start Damage: 5

Max. Damage: 30

Max. No. Bullets: 2

Travel Through Monsters?: Always

Playing Tips!

CANNON

Used By: Navvie
Start Damage: 8
Max. Damage: 44
Max. No. Bullets: 4
Travel Through Monsters?: Depends on power-up level

SHOTGUN

Used By: Thug
Start Damage: 8
Max. Damage: 49
Max. No. Bullets: 7
Travel Through Monsters?: Never

LIGHTNING

Used By: Preacher
Start Damage: 6
Max. Damage: 27
Max. No. Bullets: 1
Travel Through Monsters?: Always

CHAOS THEORY

The Navvie and the Thug are the two most powerful characters. They move slowly but have very powerful weapons and destructive specials, although they only get a few. They can take a lot of hits before being killed but are relatively stupid and not much use as a computer-controlled character to begin with.

The Brigand and the Mercenary are the best all-round characters. The Gentleman and the Preacher are relatively weak. They can only take a few hits but are very fast-moving and intelligent. They get a wide range of useful specials. For the novice player it's probably best to select either the Brigand or the Mercenary as the human-controlled player (HCP) as they have the best balance of abilities. The Gentleman makes a very good computer-controlled player (CCP) as he's quick and intelligent and carries the Map — very handy for the first-time player. The Preacher's also very good as the CCP and he carries the First-Aid kit which allows the HCP to heal himself (by swapping specials). The more-experienced player should try the Navvie as the HCP: he's a very strong character who has a very powerful, easy-to-use weapon and a very destructive special, the Dynamite.

Playing Tips!

However, he does move slowly and can find it difficult to get out of the way of fast-moving shots.

One-Player Game

In a one-player game, all the money collected is automatically split 50/50 between the HCP and the CCP, so you don't have to worry about who shoots which things during play. If he dies, you'll have to pay for him to be resurrected, so it's in your interest to share out power-ups and such things as fairly as possible, so he stays alive.

In the game the CCP's actions can be influenced by the HCP. It's important to realise that the CCP can't see through the HCP, so won't run for things if you're blocking his line of sight. If he has nothing better to, the CCP will always attempt to get behind the HCP, so by a combination of moving and turning round it's possible to affect what he can see and what he'll do.

The CCP will only move towards food if he has less energy than the HCP. He will, however, collect it if he runs over it whilst on his way to something else. The same is true of extra lives.

He won't collect any object, no matter how much he needs it, if that object would affect the map in some way or generate monsters. Therefore he never picks up keys, booby-trapped food or the like.

Two-Player Game

In a two-player game, it's best to stay away from the edge of the screen until you know the game really well.

The money is shared out, based on what each of the characters does. Nodes and keys are the most important things, so make sure you get as many of these as possible. The last node, the one which opens the exit, is the most important of all, since you'll be credited for opening the exit as well as activating the node.

You're awarded points for collecting keys and activating nodes, as well as for shooting monsters. Points are also awarded to the first player out of the exit.

In general, it's best to try to cooperate. Share out the power-ups and the special powers as evenly as possible and attempt to do an equal amount of work on each level. Decide which of you is going to cover the rear and which is going to shoot the monsters up ahead, as it's no good both of you

Playing Tips!

shooting at the same monster. It'll be a lot easier to progress if both of you are as powered-up as possible.

General Play

An extra life is awarded to either player, in either version of the game, for scoring a multiple of 7,000 points.

A novice player should use the Map as much as possible (the Gentleman has it as his first special). If you're not sure what a set of keys did, a quick glance at your map should help out. The First-Aid Kit (the Preacher) is handy to have at the beginning as you can heal yourself as often as you like. The Dynamite (the Navvie) is also one of the best specials as it destroys all monsters on the screen, but you have to wait for the fuse to burn so be careful.

Silver keys are very important as they open up the main route to the exit or make vital items appear. You must try to collect all the silver keys on a level. Gold Keys, however, open secret rooms or bonus areas. Some of these can be quite difficult and so are probably best avoided until you get used to the game.

If a level has more than one exit, it's always to your advantage to go out of the higher-lettered exit (Exit B is better than Exit A). If you've heard 'Exit Open' but the node counter still indicates that there are nodes to activate, try to find the extra nodes and then find the higher exit. These exits take you to bonus sections and secret areas on the next level.

In the earlier levels of the game, areas that you've completed are sealed off. Don't worry about trying backtrack into them, you've done all you can, push on towards the exit. The music also gives you a clue as to how you are progressing. It picks up in pace as you near the exit, but becomes subdued if you go back into an area which you've cleared out. The music also becomes more pacy in difficult areas infested with lots of monsters, and more relaxed in regions where a bit more thought is required.

Passwords are awarded at the end of every World. Note that these record your characters' status as well as their current position including the number of lives they had left. Therefore you might be better off entering an old password or even starting again from the beginning to be in a stronger position with more lives at the start of the World.

Whilst you're playing the game, keep an eye out for back-

Playing Tips!

ground detail. Look out for shadows that don't look quite right and things out of place, rock pillars with faces on, a tall-tale geometric pattern of stones or something appearing just on the edge of the screen. Things are not always as they seem: don't be afraid to experiment, you can't hurt yourself.

Make sure you collect as much money as possible and quickly as the coins that the monsters leave behind will disappear if left for too long.

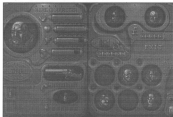
Equipping A Character

Cash can be spent in the Equipment screens to improve a character's statistics. You have to make sure that a character's skill level is kept as high as possible, as this controls his current maximums for all his other statistics and dictates how many weapon power-ups and special abilities are available for purchase.

Try to keep his level of weapon power-up as high as possible and then spend any money left over on extra lives.

Intelligence is very important for computer-controlled characters as it controls how well they play the game, so buy it for them whenever you can.

The slower characters, like the Navvie and the Thug, would greatly benefit from a little boost in speed when you get the chance.



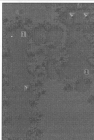
Playing Tips!

Legend

- ...□ Start points
- Nodes
- ...□ Silver Keys
- ...□ Gold Keys
- ...□ Points of Interest
- Exits

WORLD 1 LEVEL 1 — THE BEGINNING

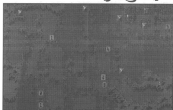
- As the name suggests, this level provides a gentle introduction to the game.
- Shoot the first node that you come across to reveal the set of Silver Keys at 1.
- Collect these keys to open a gap in the trees immediately to the east.
- Collect the Gold Keys 1 to open the small, secret room immediately beneath you.



WORLD 1 LEVEL 2 — MUD RIVERS

- Shoot the first node that you come across to reveal the set of Silver Keys at 1.
- Collect these keys to create a bridge across the mud

Playing Tips!



immediately beneath you.

- If you collect the Gold Keys at 1, a pair of bridges appears, allowing access to the small island with Gold Keys 2 on it. Note that the monster that patrols these keys can be shot from the safety of the main island. If you collect this set of keys, Gold Keys 3 appears: these in turn create a bridge immediately to the east of them, allowing you to enter the hidden area.

- Pick up Silver Keys 2 to reveal the bridge to the west and allow access to the rest of the level. You are then faced with a choice by the narrow bridge which leads out to Gold Keys 4. If you venture down here and collect the keys, you must then retrace your steps and head north, having elected to take the top route up the narrow isthmus, surrounded by small islands. This is the more hazardous of the two choices. If, however, you ignore Gold Keys 4 and continue around them to the south and east, by the time you have shot the node, the keys have disappeared and you have to take the bottom route to the final island.

- The only way to the exit the level is to shoot the last node which is down a pit at the end. This node may be activated by throwing an appropriate special weapon into the pit (like the Bomb) or collecting Gold Keys 5 which complete the set of steps and thus allow the node to be shot.

Playing Tips!

WORLD 1 LEVEL 3 — RINGS

■ After coming down the steps from the start position you are immediately presented with a choice of routes. You may either continue due east in relative safety past the trees, or head south to follow a parallel route past the rock face. The latter route leads you past Gold Keys 1. These create a set of steps at point 3 which allow access to the top of the western side of the central ring.

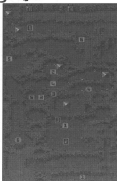
■ As you approach the stick of dynamite at point 2 you will be surrounded by beetles: collect the dynamite to kill them all off to reveal a circle of gold rings.

■ Gold Keys 3, on the western side of the central ring, open a set of steps which lead up to the eastern hall.

■ If you shoot the rock-pillar with a face on it, it blows up, allowing you to collect Silver Keys 1, which open the central ring.

■ Once through the ring, Gold Keys 4 shut down the monster generator which they are directly outside and save you bother of having to shoot all the Lizardmen.

■ To get out of the next section you must collect Silver Keys



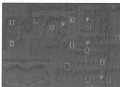
Playing Tips!

3. These open the room which contained Silver Keys 2 but by the time you get there, the latter have disappeared. There is no way to get this set of keys. If, however, you shoot the node in this room, Silver Keys 4 will appear in the ring of stones outside the door. This set of keys opens the way forward. They also reveal Gold Keys 5.

■ Gold Keys 5 open access to the secret area immediately to their west. Go all the way to the bottom of this area and collect Gold Keys 6.

■ To leave the next section you must obtain Silver Keys 5. To do this, simply collect the gold ring to their north and west. This causes them to disappear from the top of the wall and reappear within reach.

■ To reach exit A, you must first activate the node at point 6. This reveals a coin, slightly behind you, to the east. Collect this coin and another will appear, again slightly to the east. After following this chain of coins, you discover that the way to Silver Keys 6 is open; these create a set of steps up to the ledge and the exits.



WORLD 1 LEVEL 4 — THE ROCKIES

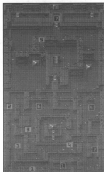
■ There are two start points to this level (A & B); which is used depends on which exit you look from the previous level.

■ Collect Silver Keys 2 to remove the rock pillar which blocks access to the main section at point 1.

■ Collect Silver Keys 3 which reveals Silver Keys 4. The latter set of keys creates the stairs at point 3, giving access to the central column. If you stand on the very top of this column you can shoot the node on the rock pillar to the east, causing Silver Keys 5 to appear. These keys create a set of steps at point 4.

Playing Tips!

- As you continue along the rock ledge a number of beetles will attack you, collect the Bomb to shut down their generators.
- When you pick up Silver Keys 6 another set of keys appears just to the north. As you collect these, another set appears and so on until you are led to the final set, Silver Keys 7, which create a set of steps immediately to their north.
- The node at the bottom of the pit can be activated by firing an appropriate special weapon deep into the pit. If, however, you do not have such a weapon, you can collect the node activation token at point 5. This, as expected, attacks the node but also creates a large number of Thumpers which all fire at that point. Having activated this final node, you may now progress down, round the corner to the east towards the exit.
- Just before the final section, the way is blocked by two large rocks. You may shoot and destroy either of them but not both (unless you're very quick). There is a Gold Key (number 4) under the one to the east which reveals a set of steps down to the secret room to the south, immediately below you.



WORLD 3 LEVEL 1 — MAZE

- There are a large number of hidden bonuses within the maze.
- Collect Gold Keys 1 to create a set of steps

Playing Tips!

- and point 1. These give you access to Gold Keys 2 which reveals lots of silver coins surrounding you.
- If you walk down the corridor at point 2, a weapon power-up is revealed.
- There are three metal pillars at point 5. Only one can be shot, so you can get (from left to right) either a First Aid Kit, a weapon Power-Up or an Extra Life. It's possible to get more than one by hitting the pillars at exactly the same moment. In fact, it's possible to get all three with the right weaponry.
- There are two sets of gold keys at point 6. The set on the left reveals a lot of treasure and food whereas the set on the right produces a lot of nasty monsters. You can only get one set, so get it right first time.
- If you enter the room to the west of the maze by any of the three entrances you'll be sealed in. At this point the pillar in the centre of the room starts to change. If you shoot it whilst it's completely smooth it blows up to reveal Silver Keys 1. These keys release you from the room.
- The maze has three exits:
Silver Keys 2 open access to the centre of the maze. This enables you to shoot the node at the centre and exit over the walls up the middle.
Silver Keys 3 open the western exit of the maze at ground level.
Silver Keys 4 open the eastern exit of the maze at ground level.
If you have exited the maze by the central route over the walls, you can collect Silver Keys 5 which allow you to exit that area.
All three routes converge at point 7. If you then move to the east, when you reach the exit you're able to explore the area to the west along the narrow wall tops. This gives you some Special Power and a Power-Up. If, however, you move to the west you get the food which lies on the eastern walls near the exit.

WORLD 3 LEVEL 3 — TRAPS

- When you appear in this level you have a choice of two sets of silver keys to collect. Silver Keys 1 open the door to the east, whereas Silver Keys 2 open the door to the west.

Playing Tips!

It's not possible to get both sets of keys.

■ The western route takes you into a sealed room where you must shoot the metal pillar at point 1. This opens a gap in the wall in the western side of the room. However, if the pillar is shot again, it changes to another shape and opens the door to the room to the south, which contains Silver Keys 4.

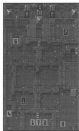
These keys open access to the central rings of the level and allow you to switch to the eastern route. If you continue along the western route, you must then collect Silver Keys 5.

These keys release the Beast which is guarding Silver Keys 6. When you finally kill this Beast and pick up Silver Keys 6 you're allowed to exit this area and activate the node at the end of this route. If this is the first node you have activated on this level, a crater will appear behind you and you have no choice but to step into its middle and be teleported. If this is the second node you have activated, door A will open.

Where you are sent to by the teleporting crater depends on whether you activated the node in the centre of the Maze in the previous level. If you did, you're sent back to the original start point of this level; if you didn't, you're sent to the beginning of the eastern route.

■ The eastern route from the start begins in the large room filled with Dust Devils. If you collect Silver Keys 3 you'll have access to the central rings of the level and may thus switch to the western route.

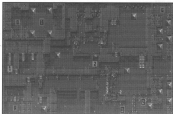
Continue along eastern route and you eventually arrive at point 2, where you're sealed into the room until you've killed all the Guards which attack you. You're then allowed out to the end of the route and may activate the node. Similarly, if this is the first node you have activated, a crater will appear, if however it's the second node you're allowed out of door B.



Playing Tips!

If you are forced to go into the crater, you're either sent back the original start point or to the beginning of the western route, depending on whether you activated the node in the centre of the Maze.

■ If you're sent back to the original start point of the level by either of the teleporting craters, Silver Keys 7 will have appeared and these reveal the set of steps up onto the central walls of the level. You can then activate the final node and leave the level via exit C.



WORLD 2 LEVEL 3 — STEAM

■ This level has three start points (A, B & C), which is used depends on which exit you took from the previous level, Traps.

■ If you begin at start B, you must collect the gold rings, shoot the Firemen and activate the nodes to form a complete circle of marks around point 1. When you have complete the circle, a crater will appear at point 1 which will teleport you to start A.

■ If you begin at start C you must shoot all the nodes along the corridor to open the pipe grating at point 2. If you enter the pipe you will then be teleported to start A.

■ From start A you must collect Silver Keys 1 which com-

Playing Tips!

plate the parallel set of steps and allow you to continue into the level.

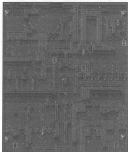
When you leave the area of the steam jets note that the pipe carrying the steam blows up and all the steam jets stop. This gives a vital clue as to how to leave the next area. The steam jet at point 3 must be extinguished before you can progress. Simply shoot the feed pipe directly to the north to turn it off.

■ To reveal Silver Keys 2, you must activate the node which is round the corner to the west. This will generate a number of monsters including a Sewer Monster which runs off back the way you came. You must catch up with him and kill him to reveal the keys.

WORLD 2 LEVEL 4 — QUARTERS

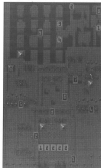
■ This level has three start points (A, B & C); which is used depends on which exit you took from the previous level, Steam. The level, as the name suggests, is divided into 4 quarters. Each quarter has an entrance-way and an exit-way.

■ If you begin at Start A, you can't venture through the entrance of the southwestern quarter which means you miss an extra-life token. A metal pillar will be placed in the doorway of the secret room at point 1 which means you also miss out on all the treasure in the room.



Playing Tips!

- If you begin at Start B you can't venture through the entrance of the southeastern quarter.
- If you begin at Start C you may explore the whole level.
- Silver Keys 1 open the northeastern quarter so you may activate the node and proceed.
- Gold Keys 1 destroy the Steam Jet so you may pass safely through the entrance to the northwestern quarter.



WORLD 3 LEVEL 1 — THE PITS

■ As you enter the level you're presented with a choice of five keys. All the keys marked as Silver Keys 2 create a bridge across the chasm. As soon as the bridge appears, a Hand monster materialises on the bridge and runs to the attack. The bridge disappears after short while but if you can manage to get across it before it does so, you'll have access to the secret area at point 2. If you fail to get across any of these bridges you can collect Silver Keys 1 which creates a permanent bridge

across the centre of the chasm. These keys make all the sets of Silver Keys 2 disappear and thus you won't be allowed to get into the secret area at point 2, though you will be allowed to pass through point 1.

■ All the StoneWitchers on the wall at point 3 can be shot. You are rewarded with a coin for each one you destroy.

■ The statue at point 4 is facing a different direction to all the other statues around it. Shoot it and you're rewarded with

Playing Tips!

lots of treasure, but you'll have to kill of a few Spiders first.

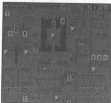
- The statue at point 5 is also facing a different direction to its neighbours. You have to shoot this statue to be allowed out of the area.
- The routes from both areas converge in the room by point 6. When you collect the Players Saved token at the top of the stairs into this room, the wall at point 6 is removed and you can thus progress deeper into the level.
- The route forward is then blocked by the door at point 7. You must shoot the node in the room to the east to remove this door: you are then through to the maze of pits at the end section of the level.

To get to the centre of the maze, you must solve the puzzle in the eastern area first. Collect Gold Keys 1. Then collect Gold Keys 2. The latter set must be approached from the southern walkway. If you attempt to collect them from the east, they disappear before you can get to them, so you've failed to solve the puzzle. When you have both sets of keys you're able to reach point 8. After you've collected the treasure on the small island at this point you're teleported to point 9 in the centre of the pits.

- If you fail to solve the puzzle or if you wish to go a different route through the pits, you may collect either Gold Keys 3 or Gold Keys 4 but not both sets. Each of these keys lead to a different route, each of which contains a different mix of monsters and treasure.

WORLD 3 LEVEL 2 — CONFUSION

- As you enter the level you're presented with a choice of four corridors. You're sent along a different route depending on which one you choose: Corridor 1 leads out into the western



amiga
POWER

Playing Tips!

room to the north of the start point.

Corridor 2 loops back to the start point.

Corridor 3 leads out into the eastern room to the north of the start point.

Corridor 4 loops back to the start point.

- If you take both corridor 2 and 4, when you finally arrive back at the start point, Silver Keys 1 will have appeared. When you collect these, one of the tiles on the floor next to you disappears as a small section of the floor rises up. If you step onto this section you're teleported to eastern room to the north of the start corridors. At this point you're back on the main route into the level. However, in the next room the statue at point 5 will be disappearing and reappearing. If you walk into the wall behind the statue you're teleported back to the start point once more, but this time the wall next to the position of Silver Keys 1 will have opened so you're able to access the secret area which leads to exit B.

- Within this secret area, if you collect both set of Gold Keys 1 and 2, a clue appears as to how to solve the puzzle floor within the next room. To solve this area you must follow the sequence of shapes on the floor: circle, square, plain. If you get it wrong you're teleported back to the start of the floor. The more mistakes you make the less treasure you'll find when you get to the end.

- After you've shot the node in the next room, three set of stops appears, each of which leads to a different set of silver keys. Each of these sets of keys produces a different bridge to the next area. Each one also removes some of the treasure within that area. Silver keys-4 gives you the most when you cross the bridge, as you only have to collect one set of keys; although you might try the others to see what you can get.

- If you do not get into this area you must follow the main route through the level from the start point towards exit A. If you pass through the western room to the north of the start corridors, only the node in that room exists and only Silver Keys 6 are in the room to the north. If, however, you enter the eastern room, only the node in that room exists and only Silver Keys 5 are available.

- Silver Keys 5 open the door to the east out of this room.

- Silver Keys 6 open the door to the west. If you go this way

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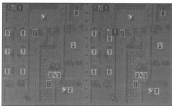
Playing Tips!

you must then collect Silver Keys 7 which open the exit from that section.

■ The island just to the south of point 7 has lots of treasure on it. If, however, you just try to walk onto it, you're teleported back to the start of the pathway and all the treasure disappears. To be able to progress you must follow the lines on the floor and shoot the statue at point 8 and then collect the Silver Keys 8. If you collect Silver Keys 8 before you've been to point 7, you're able to get onto the island and get all the treasure.

■ Once across the island collect Gold Keys 3. These open the door at point 8. If you walk into the room via this point, some treasure appears. This only happens if you enter the room from the north.

■ Once you've collected the telephone at point 9, the bridge to the south of you disappears, thereby trapping you into the room. You must then shoot the Lobber that has appeared across the chasm, to open the door to the north and allow you to proceed towards exit A.



WORLD 3 LEVEL 3 — REVERSE

■ The first thing to notice about this level is that it's made up from two virtually identical halves. This idea is reinforced by the numbering system used to identify the items of interest on the map, which are the same for each side. Which start

Playing Tips!

point you use, and hence which side of the map you play, is dictated by which exit you went through on the previous level. Each side contains very similar puzzles but which tend to operate in opposite ways from each other. The decoration on the walls is subtly different between the two sides, with statues facing opposite directions etc.

■ If you begin at Start A, you play the western side of the map. All the numbers below refer to items on that side of the map.

■ You can't get to Silver Keys 1, as an invisible force-field surrounds them. To get them you must shoot the pinths around them. Start with the southwest one, then the northwest and so on clockwise till you've destroyed all four. At this point the patterns on the floor disappear as the force-field is dropped, and you can collect the keys which open the door from this room.

■ When you activate the node at the bottom of this section, Silver Keys 2 appear which, when collected, create the steps immediately to their west — thus you can continue into the level.

■ Both Silver Keys 3 and Silver Keys 5 create Silver Keys 4 which complete the western set of steps and allow you to get down from this pinth and further into the level. However, if you collect Silver Keys 5, as you set off down these steps you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with circular patterns, whereas on the eastern side square patterns are used. You must then continue to venture up the middle channel of this section until you reach point 2 where you're teleported back to your original position in the western half. When you reach point 2 on this side you can just pass through unaffected.

■ Silver Keys 6 open the door to the room containing Silver Keys 7 on the opposite side of the corridor.

■ Similarly Silver Keys 7 open the door to the room containing Silver Keys 8.

■ Silver Keys 8 open the door at the end of the corridor which allows you to get to the exit. It makes no difference which route through this set of keys you take.

■ If you begin at Start B, you play the eastern side of the

Playing Tips!

map. All the numbers below refer to items on that side of the map.

■ When you collect Silver Keys 1 you're trapped inside an invisible force-field. To get out you must shoot the MissingLink which has begun to patrol around the outside of the plinth. When this monster is destroyed you're released and the door out of this room is opened.

■ When you collect Silver Keys 2 at the bottom of this section, the node marked on the map at this point appears. Activating this node creates the steps immediately to the west and thus you can continue into the level.

■ When you collect Silver Keys 4, both Silver Keys 3 and Silver Keys 5 appear. If you now collect Silver Keys 3, Silver Keys 5 will disappear. However, if you collect Silver Keys 5 first, you're able to collect both sets of keys; in which case when you set off down the set of steps which have appeared you're teleported to the same place on the opposite side of the map. An easy way to notice that this switch has occurred is that on the western side the floor is decorated with circular patterns, whereas on the eastern side square patterns are used. It is here that the first major difference between the two sides occurs. From your position on top this plinth it is possible to throw an appropriate special weapon onto the node that it is on floor level just to south and east of you. This means that you are thus able to activate all of the nodes on the level and can thus open exit B. After this you must continue to adventure up the middle channel of this section until you reach point 2 where you will be teleported back to your original position in the eastern hall, and may continue as if you had not been teleported. When you reach point 2 on this side you will just pass through unaffected.

■ Silver Keys 6 open the door to the room containing Silver Keys 7 on the opposite side of the corridor.

■ Similarly Silver Keys 7 open the door to the room containing Silver Keys 6.

■ Silver Keys 8 open the door at the end of the corridor which allows you to get to exit A.

■ To reach exit B you must collect right-hand one of the pair of Silver Keys 6 and the left-hand of Silver Keys 7. Note that this exit will only be open if you've activated all the nodes within the level, as described above.

Playing Tips!

■ If one player, in a two-player game, gets trapped in one of the small rooms in this section, all they have to do is collect the keys that are in the room with them and then move towards the exit. They'll be teleported into the next room in sequence.

■ Note that the major exit from each side of this level, both of which are marked as A on the map, will take you to the same place in the next world, whereas exit B will take you somewhere special.



WORLD 3 LEVEL 4 — WAY OUT

■ There are two start points to this level (A & B), which is used depends on which exit you took from the previous level.

■ If you begin at start B you must first collect Silver Keys 2 and then Silver Keys 3. Neither of these sets of keys are visible until you begin to walk towards them. After you have picked up the latter set, an exit appears which teleports you to start A.

■ The statue at point 1 disappears a short while after you materialise at start A; if you manage to shoot it

before this happens, the steps which lead up to Gold Keys 1 appear.

■ Gold Keys 1 open the door to the small room at point 4 which contains a small amount of treasure.

■ The small mound at point 2 is somewhat strange.

Monsters and the computer-controlled character can walk

Playing Tips!

over it. If you walk over it, it dissolves and the set of steps at point 5 appears, thus allowing into the area beneath to collect the treasure.

- The telephone at point 3 causes the steps to the north of it to switch round, blocking access to the area you have just come from and opening up the way forward into the rest of the level.

- The steps at point 5 will only be there if you've dissolved the mound at point 2 as described above. If you go this way you must collect Silver Keys 1 to get out of this bonus section. It, however, the steps at point 5 are not there, the set to their east, as marked on the map, will be, so you'll have to go down those.

- The door into the small room which contains Gold Keys 2 can be shot. Collect these keys to create the steps up to the ledge at point 8.

- Monsters generate in the small rooms to the north of point 7. The doors to each of these rooms open to let the monsters out. When you've shot all the monsters the doors to each of the rooms stay open for a short while. If you can get into the room and collect the keys, the door to the room directly to the south opens allowing you to pick up the treasure it contains. The Silver Keys in these rooms make sure the doors stay open so you can't get trapped.

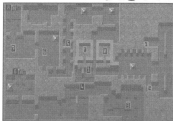
- The alcove at point 8 has a misplaced shadow. If you walk into the wall at this point you're teleported into the secret area in the southeastern corner of the map. Once in this area you must venture through to point 9, where stepping into the circle marked on the floor teleports you back to point 8.

- In amongst the pillars below this point, you should notice that the centre one does not have a StoneWatcher on it. If you shoot this pillar on the top it explodes to reveal Gold Keys 3. These keys open the door to the small room at point (1)0, which contains some treasure.

WORLD 4 LEVEL 1 — SEWERS

- The first large room you come across in this level has lots of Revolving Domes bouncing backwards and forwards across the room. These are invincible and thus cannot be shot; if you do shoot them you'll just push them about and it's

Playing Tips!



not a good idea to shove them all to one end of the room, so it's best just to avoid them. Collecting Gold Keys 1 and Gold Keys 2 reduces the number of Domes in the room.

- At point 1 you can either carry on up the narrow corridor to the north or shoot the lever on the wall. As the lever drops, the water drains out of the pit beneath you; you can then get up to the room on the ledge above, which contains Gold Keys 3. When you collect these keys the narrow corridor is blocked and you're able to cross to the room marked as point 2. This room contains nothing but a open manhole which teleports you to point 3.

- As you approach the sewer pipes at point 4, monsters begin to generate in the easternmost of the two pits to the south of the corridor and start moving into the room below. Water flows from the pipe outlet, filling the pit to the west. To progress, you must shoot at the cracked pipe at point 4, which blows up and allows water to flow into the eastern pit, thereby cutting the supply to the pipe outlet. This simultaneously drains the water from the west pit allowing you to carry on into the level and fill the east pit, drowning the monster generator. The sooner you do this, the less monsters you'll have to fight when you enter the room to the south.

- If, however, you choose to follow the corridor to the north,

Playing Tips!

at point 1, you must activate both nodes at the top of the map and then carry on down the corridor at point 5, which is full of Revolving Domes. These are, again, invincible but in this case you can't simply dodge them as they move too quickly. You can push them down the corridor by firing at them and if you can get to point 5 you're able to collect a shield token and thus progress safely.

■ In the next room, the way forward is blocked by a pulsating force-field at point 6. You must shoot the node in the north-eastern corner of the room so that the force-field drops and you can continue.

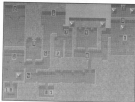
■ The route to the exit is blocked by a water-filled pit at point 8. You must shoot the wheel at point 7 so it turns twice, thereby cutting the water supply and draining the pit.

WORLD 4 LEVEL 2 — PUMP ROOM

■ There are two start points to this level (A & B), which is used depends on which exit you look from the previous level.

■ If you begin at Start B, you must collect Silver Keys 1 to exit from the first room. You then adventure along the corridor, to find an extra life at the eastern end. This route then rejoins the main one at point 8.

■ If you begin at Start A, you must shoot the first node you come across, on the small island just outside the start room. When this node is activated, Gold Keys 1 will appear. If you go back into the start room and collect these keys, the man-hole cover at point 1 will be removed, revealing the shaft



Playing Tips!

below. If you step onto this opening you're teleported into the secret area to the north, which you must leave by walking into the large pipe at point 2.

■ You must shoot the lever at point 3 in order to progress. This lever starts in the horizontal position; if you shoot while it's like this it drops and the western pipe closes, stopping the water flow and draining the pit at point 4. If, however, you spend too long in the room, shooting monsters and the like, the lever flips up. Shoot it at this stage and the lever drops, but this time the eastern pipe closes and the water drains out of the pit at point 5.

■ If you can cross the pit at point 4 this leads into the short-cut area next to start B, but this time there are no extra-life token at the end of the corridor.

■ The pit at point 5 gives access to the main route onwards into the level.

■ When you reach point 7, the way forward is blocked by the water-filled pit to the south. You must shoot and destroy all of the pipe outlets which feed the pool at point 6, in order to drain the water out the pit and allow you to continue. Start by shooting the one on the left, then the middle one and finally the right-hand one.

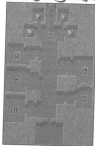
■ Once in the pit below point 7, you have a choice of routes. If you take the western ramp out of the pit, you enter a large room which contains some treasure. You must then collect Silver Keys 2 to exit this room and rejoin the main route.

■ In the next large room, at point 9, there are three switches on the wall. You must shoot the middle one, which is up, in order to flip it down. This flips the left-hand switch up. When you shoot this one, a set of steps appears immediately to the west and the right-hand switch flips up. You must flip this final switch to drain the final water-filled pit and allow you to enter the final pump-room itself. However, you must activate the two nodes on the ledge above the switches before you can open the final exit, so go up the steps and clear out this area before leaving the room.

■ The node marked at point (10) on the map, is only present if you began the level at start B.

■ You must collect Silver Keys 3 to open the door at point (10) and allow you to go to the exit.

Playing Tips!



WORLD 4 LEVEL 3— THE HALL OF MACHINES

■ This level is, basically, a long corridor leading to the single exit at the north.

You're stopped from progressing along the corridor by pairs of activated nodes which project a barrier between them. These barriers are lethal and kill any character who walks into them; you have been warned!

■ You must enter each room, before each barrier and solve the puzzle in that room to shut down the next set of nodes and open their barrier.

■ Room 1 contains a circle of small pits. You must collect the Gold Keys in the centre of the circle to start a number of small rocks appearing in the pits around you. You must then shoot any of the rocks until you destroy one. As soon as one blows up, all the pits disappear and the puzzle is solved.

■ At this point you should note that the light on the north wall of the room has stopped flashing and that a number 1 has appeared. This is a clue for later. As a bonus, if you shoot this digit, it changes into a 4, which is another clue to a later puzzle in room 3.

■ Room 2 contains a spinning wheel. As it passes a contact on its frame it sparks. To solve this puzzle you must simply shoot the wheel, at which point it stops spinning. If, however, you manage to stop it at exactly the point when the contacts are touching, the wall to the east of the wheel cracks. If you walk into this section of wall it disappears and you open a short cut to room 4.

■ Room 3 contains a number of monster generators which produce extremely tough Half-tracks. You must destroy all these and blow up the generators before you can activate

Playing Tips!

the puzzle. At this point a set of numbers appears on the north wall. It's here that you use the clues you obtained in room 1. Shoot 1 to deactivate the nodes and open the barrier. If you've been given the extra clue in room 1 you may now shoot 4 to open a short cut into room 5.

Room 4 contains a number of small dials, all of which have cracked except one. There is a small button next to this active dial. You must fire at this button to move the needle within the dial. When you've killed all the monsters that are generated, and moved the needle one complete revolution, this dial cracks as well and the puzzle is solved.

■ Room 5 contains three animating pistons. When you enter the room, vicious Half-tracks are generated to protect the pistons. As you kill off these guardians, the pistons stop animating: when all of them have stopped, the puzzle has been solved and you may continue to the final section of the level.

■ The final section of The Hall of Machines provides you with an overview of what do in the next level. The map of this section is a representation of the map of the last level of the game.

■ You must first activate all the nodes in the four small rooms that surround the Generator at point 8.

■ When the node counter drops to 0, you're informed that the exit is open, but on inspection you find that the door is still shut. However, a power cable joins the Generator to this door and if you shoot the base of the Generator it blows up, the cable dissolves and the door opens.

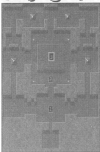
WORLD 4 LEVEL 4 — TIME FOR CHAOS

■ The Chaos Engine is in the centre of the level and is protected by a force-field generated by four activated nodes. Before you can attack the Engine you must disable this force-field.

Although the node counter says there are four nodes to activate in this level, there are no normal nodes; instead there are four electrical Generators, like the one at the end of the previous level. The positions of these Generators are marked as nodes on the map.

■ You must destroy each of these Generators, by shooting them in the base, in order to cut the power supply to the level and shut down the force-field.

Playing Tips!



■ The control room at point 1 monitors your progress, as each Generator powers its own set of pistons as marked on the north wall of this room. When you shut down a Generator, its set of pistons will cease to move, its dial will be destroyed and the force-field surrounding the Engine will be weakened. You are also rewarded with a Players Saved token, which is placed in Room 1, for every one that you shut down. You may come back to this room at any time to bring a character back

to life or just to check how you're doing.

■ When you've succeeded in destroying all four generators, you're informed that the exit is open, the force-field surrounding The Chaos Engine disappears and a pulsing ring appears at point 2. You must step into this ring so that you're teleported to the final conflict with the Chaos Engine.

The Engine itself has two stages. At first it has a protective shell around it and you must hurt it sufficiently so that part of this shell dissolves away. Whilst it's in this phase it can't use the full force of its weaponry; however, once its innards are exposed it does everything it can to protect itself. All you have to do is destroy it to win the game and rid the land of Chaos. Simple innit?

LEVEL CODES

ONE PLAYER

World 1

HHGGFFDDCCBB

JJHHGGFFDDCC

Thug & Preacher, 50,000

credits

Navvie & Brigand.

amiga
POWER

Playing Tips!

10,000+ credits
Gentleman & Navvie, 30,000+ credits
Thug & Gentleman, 20,000+ credits
Brigand & Mercenary, 30,000+ credits
Mercenary & Gentleman, 45,000+ credits

Mercenary & Thug, 40,000+ credits
Navvie & Gentleman, 50,000+ credits
Thug & Preacher, 40,000+ credits

Navvie & Gentleman, 34,000+ credits
Thug & Preacher, 30,000+ credits

Navvie & Gent, 33,000+ credits
Thug & Preacher, 30,000+ credits
Brigand & Mercenary, 20,000+ credits
Gent & Preacher
Mercenary & Brigand
Brigand & Preacher
Brigand & Navvie

XXXXXX000000X

YYYYYYYYYYYY

VVVVVVVVVVVV

TTTTTTTTTT

World 2

0AHS6PX3835F

2F#8Q559KQNH

LQPBK8JWDNB9Y

World 3

C4HNWRH88B18

8H8BK0\$WQY7H
its

World 4

HMWMVY0WB019

P28BKMXMNWVK

PKJKDL1#0FD4

XSF860DNR4R8
WR1VVFXXQ1MLC
PKWDZFJJPWFY
F4BFZF80T5MW

TWO PLAYERS

World 4

RVD8KDG7JNM6

Preacher & Gentleman, 30 lives each

THE CHEAT

On World 1 Level 4, pick up the Party Power icon and double back to the entrance before it expires. This gives inly everything.

amiga
POWER

Playing Tips!

CHASE HQ

(The Hit Squad)

At any point, hold down the left mouse button and the joystick fire button, while typing GROWLER. Afterwards press T during the game to reset the clock to 60 seconds.

Action Replay Pokes:

M 2E7A8 Time
M 29FCB Turbos

CHASE HQ II: SPECIAL CRIMINAL INVESTIGATION

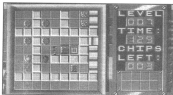
(Ocean)

When the game starts, type in IN A GARDEN IN. Press T during the game to reset the time and press N to teleport to the next level.

CHIP'S CHALLENGE

(US Gold)

Start the game as normal and press F. The screen then flips — type SAGITTARIANS MAKE BETTER LOVERS. for info objects, 09/12/57 for info time, and I THINK THEREFORE I AM. to escape before collecting all the chips (don't forget the full stops). Press C to access the next level and F to return to the game.



Playing Tips!

CHUCK ROCK

(Core Design)

Action Replay Pokes:

TFD 697E Lives
TFD 698D Energy

CJ IN THE USA

(CodeMasters)

Action Replay Pokes:

M 172A8 Lives (player 1)
M 172AD Lives (player 2)

CJ'S ELEPHANT ANTICS

(CodeMasters)

On the title screen type ITCHY ARSEHOLES for info lives.

Action Replay Pokes:

TFD 1EC71 Lives

COMMANDO

(Elite)

Action Replay Pokes:

M A07C Lives

CONTINENTAL CIRCUS

(Virgin)

To improve your starting, push the joystick forward and hold fire as soon as the first red light shows. When the second flicks on, release the joystick. As soon as you get the green light push forward again.

COOL CROC TWINS

(Empire)

Level Codes:

TRAX	FLOYD
DREAM	BRUNO
MUNGO	MONEY
JANKO	HUMAN
HENRI	GIRLS
DOORS	

Playing Tips!

CORPORATION

(Core Design)

When controlling a human player, click on the head on the damage indicator. A three-eyed icon is revealed. Click up to three times on each eye for various effects. The first eye indicates the strength of the effect: 1 — weak, 2 — medium, 3 — strong. The second says whether its effect on you is: 1 — Good 2 — Bad. The third controls distance: 1 — On you, 2 — Near you, 3 — Far away from you. Click on the arrow underneath to cast the spell.

COVER GIRL POKER

(Sales Curve)

To get the girls to strip, play the game — the computer opponents are crap. If you're even crappier, though, just type DANCEOFTHESEVENVEILS during the game. You sad individual!

CRACKDOWN

(Klaxx)

Pause the game and press S, M, U, R, and F together. Now press 1 for 999 lives; 2 for 999 units of ammo.

CRAZY CARS 2

(Titus)

Action Replay Pokes:

M 32F62Score

CRAZY CARS 3

(Titus)

Action Replay Pokes:

M 130D3 Boost

CREATURES

(Thalamus)

Pause the game and type A FINE KETTLE OF FISH, includ-

Playing Tips!

ing the spaces. Access the different levels via the following:

C — Cheat mode off

F10 — Access next level

F1 — Stage 1.1

F2 — Stage 1.2

F3 — Torture 1

F4 — Stage 2.1

F5 — Stage 2.2

F6 — Torture 2

F7 — Stage 3.1

F8 — Stage 3.2

F9 — Torture 3

CRYSTAL KINGDOM DIZZY

(CodeMasters)

Level Codes:

Part Two — Q5J 73Q 6HK

Part Four — 83J 5G8 2KF

Action Replay Pokes:

TFD 6AAE

Lives



D/GENERATION

(Mindscape)

To activate the cheat mode, type in SETH as your user-name (on the first computer that opens a door) and OSTRICH as your pass-name. Type DEATH as your pass-

Playing Tips!

code on the second computer that opens a door.

Action Replay Pokes:

M C2F210 Lives

DALEK ATTACK

(Alternative)



To get to the next level, type one of the following while playing:

London to Paris — DAY OF RECKONING

Paris to New York — THE SLYTHYR

New York to Tokyo — TRI-COLOUR COFFEE SHOP

Tokyo to Skaro — D5 GAMMA,Z ALPHA

DAMOCLES

(Norwegian)

To find the first nova trigger and nova bomb, fly to Gaea and go to the Ur City. Professor Hanteen's lab is at location 07 01 — use the B key to get in. Collect the sideboard, turn it on and it becomes the nova trigger. The nova bomb is at location 09 02.

DAN DARE III

(Virgin)

Action Replay Pokes:

M 248D3 Lives

DARKMAN

(Ocean)

Type MEACULTA during play for infy energy.

DEATH TRAP

(Anco)

Action Replay Pokes:

M 2E3 Lives (player 1)

Playing Tips!

DEFENDER II

(Arc)

Type G O A T Y (including the spaces) for invincibility.

DEFENDER OF THE CROWN

(Cinemaware)

If you're stuck, hold K while the game loads. You'll start the game with 1,024 knights and soldiers.

DEFENDERS OF THE EARTH

(Hi-Tec)

Action Replay Pokes:

M A857 Lives (S9)

DEFLEKTOR

(Pocket Power)

The keys + and - can be used to skip forwards and backwards through levels.

DESERT STRIKE

(Electronic Arts)

Level Codes:

2 — BQQQAEB

3 — ALHHHCV

4 — WEVVJVT

End Sequence — ONKKQKF

Also, try the following cheats:

BQQQAEZ — Ten lives, infy ammo

HARDCASE — Unlimited weapons but low armour

DIZZY PRINCE OF THE YOLK FOLK

(CodeMasters)

Action Replay Pokes:

M 16D Lives

Solution:

1. Collect the Leaves, Match and Bucket. Drop the Leaves

Playing Tips!

next to the door, and use the Match to set them ablaze. Use the Bucket (presumably filled with water) to put out the blazing exit.

2. Use the Pickaxe on the rock, giving access to the underground caves.

3. If you have the Gold Nugget (found in the caves), the Ferryman takes it as a toll charge. You're in trouble if you haven't...

4. Use the Acme Bridge Kit to make an extra platform, allowing you to get past the gap.

5. Tricky jumping ahoj! Getting over the water (to collect the Harp) is simple when you know how. Leap onto the cloud and then jump exactly from the end nearest the castle. Be careful to time it correctly, or it's bedtime for Dizzy...

6. Give the Harp to St Peter, and you become the proud owner of some Holy Cheese.

7. Drop the Cage on the floor next to the Fluffy. Secondly, drop the Holy Cheese inside the cage. The fluffy soon rips inside (pesky little bleeder that he is).

8. Drop the Fluffy next to the troll. The cage smashes and the irate little fluffy scares the troll away.

9. Give the Outboard Motor to the Ferryman, and in return he rewards you with his nasty-looking Scythe.

10. Use the Scythe to cut down the brambles, allowing access to the castle.

11. Use the Tweezers on the Lion. He's got a Thorn in his foot and is ever so grateful when you remove it. Collect the offending article and take it to step 12...

12. Drop the Thorn on the lower level. Then, go to the top level and walk to the far edge of the screen. The evil Dizzy is killed when he walks over the Thorn. You're now safe to collect the Spanner...

13. Give the Bugle to the guy wearing the funny costume (he's on the A Few Trees screen. He gives you his Jokebook in return.

14. Use the Spanner on the drawbridge mechanism. Amazingly enough, this lowers the drawbridge.

15. Give the Jokebook to the princess. As she's just like all people in Dizzy games, she gives you something. This time it's a Flag.

16. Use the Flag on the flagpole, and the king arrives home

Playing Tips!

(after a series of events, of course). Press fire to cycle through the text.

17. Finally! Use the key to open the door and press fire while standing next to Daisy to wake her up. Providing you've collected all 20 cherries, you'll be fine and dandy, having completed Dizzy, Prince Of The Yoiklok.

DOJO DAN

(Europress)

Type in WOOLANKICKICKSBUTT for infinite lives. You can now press S for a permanent shield, F8 to finish the level, and F9 to complete the section.

DOUBLE DRAGON

(Virgin)

Start a two-player game, press both fire buttons and hit ESCAPE. Hey ho, you've got infinite credits!

DOUBLE DRAGON II

(Virgin)

Action Replay Pokes:

TFD 277FC

Lives (player 1)

TFD277FD

Lives (player 2)

DRAGON BREED

(Activision)

For infinite lives, pause the game and type IREM. Pressing N allows you to skip levels.

DRAGON SPIRIT

(Respray)

Pause the game, type DRAGONHEAD, and press F10. You can now choose your level by pressing the relevant number.

Action Replay Pokes:

TFD 199EE

Lives

Playing Tips!

DRAKKHEN

(Infogrames)

Enter the character generation section and enter a character's name as 31415927 (mathematicians will recognise this figure — it's π). All character statistics will now be slightly higher.

DRIVIN' FORCE

(Digital Magic)

Wanna stop your car leaving the track? No problemo — on the title screen, click on the two 'i's in Drivin'.

DUGGER

(Linnet)

Action Replay Pokes:

M 4BDCB Lives

DYNA BLASTER

(Ubi Soft)

Level Codes:

2-5 — ROVEEWTPC

3-1 — MOVCCLASH

3-6 — MOCCCLIZY

4-2 — ROCEGMFPU

4-7 — ROOCLWEL

5-1 — ROLCLSEW

6-1 — ROFPWBNL

6-7 — MOOREPYNM

7-3 — MAREWGKP

7-7 — MOOREVGNM

8-2 — MOAEPMYH

8-6 — MAHEGSLN

DYNAMITE DUX

(Virgin)

Type CHEAT on the title screen for inly lives, press 1-6 to access levels, and for a funny effect type NUDE.

Action Replay Pokes:

TFD C6A8 Lives

Playing Tips!



E-MOTION

(US Gold)

When Einstein appears (during the game's attract sequence), type MOONUNIT. During play, press:

F1 — forward a level

F2 — back a level

F3 — forward ten levels

F4 — back ten levels

Secret Bonuses:

1 — Complete a bonus level with the last digit on the timer showing three.

2 — Connect four pods in a row without creating any new balls.

3 — Collect the final blue pod of a bonus level first.

4 — Complete a level without leaving via the screen edge.

5 — Complete a level without turning right.

Action Replay Pokes:

M 410D Lives

M 843 Lives

EDD THE DUCK

(Impulse)

To skip levels hit the right mouse button! (Simple, eh?)

ELF

(Ocean)

Type CHOROPPOO at any time during the game for more pets than the Battersea Dog's Home.

Action Replay Pokes:

TFD 34C Lives

ELITE

(Rainbird)

When asked for the password in the manual, type SARA.

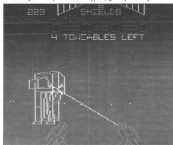
Playing Tips!

then the correct word. During play, press + on the numeric keypad (sorry, A600 owners) to enter the cheat screen. Change the following numbers to 01: 32 — docking computer; 24 — ECM; 28 — beam laser; 26 — pulse laser; 2C — escape capsule; 3C — ECM jammer; 2F — energy bomb; 34 — galactic hyperdrive; 36 — mining lasers; 38 — military lasers; 3F — cloaking device.

THE EMPIRE STRIKES BACK

(Domark)

On the title screen, hold down HELP and type XIFAR-GROTKEY. Pressing C, D or L brings C3P0, Darth Vader or Luke. Keys 1-10 (not on the keypad) give speech synth.



EPIC

(Ocean)

Level Codes:

- | | | |
|-------------|-----------|------------|
| 1 — AURIGA | 4 — MUSCA | 7 — FORNAX |
| 2 — CEPHEUS | 5 — PYXIS | 8 — CAELUM |
| 3 — APUS | 6 — CETUS | 9 — CORVUS |

amiga
FORCE

Playing Tips!

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

(Domark)

Action Replay Poke:

M 43613Credits

ESWAT

(US Gold)

The programmers are obviously KLF fans. Pause the game and type in JUSTIFIED ANCIENTS OF MU MU for infinite lives.



F-15 STRIKE EAGLE II

(MicroProse)

To replenish ammo supply, press Ctrl, R and Alt simultaneously.

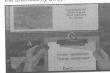
Action Replay Pokes:

- | | |
|----------|-------------|
| M C38329 | Mavericks |
| M C38327 | Sidewinders |

F-19 STEALTH FIGHTER

(Kixx XL)

If chased, land close to (but not on) an airfield and taxi to the edge of a runway. Shutting down your engines now makes the enemies fly away.



Press Alt and H to get the lines on the Head Up Display. Turn the plane upside down, switch off the engines and keep the altitude at 10°. You can now climb without losing fuel.

amiga
FORCE

Playing Tips!

F-29 RETALIATOR

(Ocean)

Landing the plane in this fun-but-flawed flight sim is almost impossible. Instead, when over the airfield just eject — you lose points, but at least you stay alive (Incidentally, you can still control the aircraft after you've bailed out)... Enter your name as CLARAN and you'll be able to fly any mission with an unlimited supply of weapons.

FALCON

(Supreme)

Hold down Shift, Ctrl and X to enable in-flight re-arming — we wonder if this will ever happen in real life?

FANTASY WORLD DIZZY

(CodeMasters)

Enter your name on the high-score table as IMMORTAL to access the cheat mode.

Action Replay Pokes:

TFD 1422C Lives



Playing Tips!

FAST FOOD

(CodeMasters)

Action Replay Pokes:

TFD 45FEC Lives

FERNANDEZ MUST DIE

(Mirrorsoft)

Pause the game and type SPINYNORMAN for info shots at the enemy.

Action Replay Pokes:

M 84B Lives

M 84D Missiles

FIGHTER BOMBER

(Activision)

Enter your pilot's name as BUCKAROO to allow you to attempt any mission. Hitting D takes you to your next target.

FINAL BLOW

(Storm)

Press F10 six times to knock over any opponent.

FINAL FIGHT

(US Gold)

Pause the game and type SHERRIF FATMAN for info lives. Hit the Help key when the 'not so fast Mike!' message appears for info power, and press + during play to make the enemies disappear.



Playing Tips!

FIREFORCE

(ICE)

Start the level with just one of the chosen weapon (eg a bazooka rocket), arm the weapon, and press and hold the fire button so the weapon isn't fired. Still holding fire, press Esc. When you visit the armoury you can select an infinite supply of the relevant weapon (eg grenades).



FIRST SAMURAI

(Ubi Soft)

Action Replay Poke:

TFD C848

Lives

FLIMBO'S QUEST

(System 3)

Action Replay Poke:

TFD EC4

Lives

Playing Tips!

FLOOD

(Electronic Arts)

Action Replay Poke:

TFD 17E78

Lives

FLYING SHARK

(Firebird)

On the high-score table, hold down 5 and type one of these codes:

HSC — turns screen black.

JGL — gives super shots.

KDJ — infinite flying sharks.

RAB — invincibility.

RLH — for a shooting smile.

Action Replay Poke:

TFD 1316A

Lives

F.O.F.T.

(Gromlin)

Action Replay Poke:

M 4E2C7

Missiles

FORGOTTEN WORLDS

(Kixx)

On the title screen, type ARC, then press the HELP key to start a two-player game. Press S to go straight to the shop; N to advance to the next level.

FORMULA ONE

GRAND PRIX

(MicroProse)

On the last lap go into the pits, jam your breaks on and press Esc. Accelerate the time, and you'll then be in first place!

Playing Tips!

FROST BYTE

(Prism)

Action Replay Pokes:

TFD 1E548 Lives

FULL CONTACT

(Team 17)

During play, type QAZWXEDCRFPVTGBYHNJLM to make your opponent drop dead.

FUTURE BASKETBALL

(Hi-Tec)

Action Replay Pokes:

M 1E481 Score (player 1)

M 1E427 Score (player 2)

M 1E4D9 Time

**Th-ha-th-tha-th-that's
all folks! Until AMIGA
FORCE Issue 12, that is,
when we'll have
another handy guide for
the games from G to Z!
AMIGA FORCE 12, ON
SALE 13 OCTOBER —
don't miss out, reserve
your copy now!**
